

## **EXPANDEDONLINEMANUAL**

### **Xbox Version**

# Table of Contents

• <i>ESPN Major League Baseball</i>	3-17
Introduction	3
Controller Configuration	4
Main Menu	8
User Records	9
Trophy Room Checklist	11
Options	12
Load Game	17
• <i>CORE Gameplay</i>	18-39
Quick Game / Exhibition	18
Gameplay	20
First Person Baseball	32
Roster Manager	36
• <i>GAME Modes</i>	39-60
GM Career	39
Franchise	53
Season / Playoffs	54
GameCast	55
Duel	56
Situation Mode	58
Play Live	59
• <i>Glossary of Terms</i>	61-62

“In the final analysis, you can believe in your dream, you can be taught, supported, motivated, and loved by others, but ultimately, your success depends on you. You must take responsibility for your body, your mind, and for your character.”

-- **Mike Schmidt**

# America's Pastime: Introduction

All the spring training in the world could not prepare you for this moment: bottom of the 9<sup>th</sup>, bases loaded, two outs, and down by one run. The taste of victory is but one solid hit away, and for decades you have dreamed of living and breathing this moment. As you step into the batter's box, the once festive sold-out stadium simmers down to a dull hummer overflowing with anticipation. The fans' soundtrack plays for the classic American clash between pitcher and hitter, and you are their guest of honor. You can see the pitches before they come, and you've proven your bat throughout the season, but are you ready to be your team's last hope? Prove your worth here, day in and day out, here in ESPN Major League Baseball.



*Petco park, home of the Padres.*

# The Basics: Controller Configuration

There is only 1 controller configuration for ESPN Major League Baseball, so familiarize yourself with it as soon as possible!

- » To view controls while navigating the *Main Menu*
  - ↳ Choose *Options*
  - ↳ Choose *Controls*
- » To view controls during *Gameplay*
  - ◆ Press **START**
  - ↳ Choose *Controls*

↳ Pull the **right trigger** or the **left trigger** to cycle through the various control types.



*Xbox controller*

## » **Menu Controls**

<b>left thumbstick and directional pad</b>	Move highlight
<b>right thumbstick button</b>	Sorts player in roster
<b>left trigger</b>	Cycle back through options
<b>right trigger</b>	Cycle forward through options
<b>A</b>	Select / Advance
<b>B</b>	Return to previous screen
<b>Y</b>	View / Dismiss Help Overlay
<b>X</b>	Access game options on Team Select
<b>Black</b>	View Player Card
<b>White</b>	Toggle Ratings
<b>START*</b>	Select / Advance
<b>BACK</b>	Return to previous screen

\* **START** functions as Pause Game during any point in gameplay.

## ⚾ Pitching

**left thumbstick**

Aim pitch

**directional pad**

Align Outfield / Infield

**left trigger**

Turn head towards runner

+ B

Pick Off 1<sup>st</sup> Base

+ Y

Pick Off 2<sup>nd</sup> Base

+ X

Pick Off 3<sup>rd</sup> Base

**right trigger**

Select Pitch

**A**

Pitch, Select Pitch

**B**

Cancel Pitch, Select Pitch

**Y**

Select Pitch

**X**

Pitch Out, Select Pitch

**White**

Access Quick Key Menu

**START**

Pause Game



Mussina steps in to start for the Yankees.

## ⚾ Batting & Stealing

**left thumbstick**

Aim Bat Cursor

**directional pad (up)**

Signal Steal 2<sup>nd</sup>

**directional pad (left)**

Signal Steal 3<sup>rd</sup>

**directional pad (down)**

Signal Steal Home

**left trigger**

Lead Off All

**right trigger**

Shorten Lead All / Get Back All

**A**

Practice Swing / Contact Swing

**A (tap)**

Check Swing

**B**

Power Swing

**B (tap)**

Check Swing

**Y (hold before pitch)**

Sacrifice Bunt

**Y (hold after pitch)**

Bunt for Base Hit

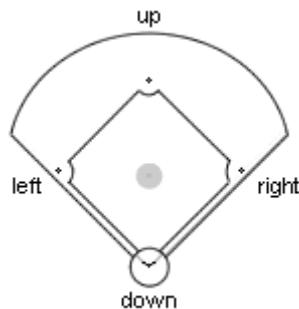
**Y (release)**

Check Bunt

**X**

Steal All / Fast Steal Signaled Runner

## ⚾ Baserunning



Move the **left thumbstick** towards the corresponding base and press **B**, **Y**, or **X**. You cannot order baserunners running towards 1st base to hold, retreat, or advance.

**B**  
**Y**  
**X**  
**left trigger**  
**right trigger**

Retreat to selected base  
Hold running towards selected base  
Advance to selected base  
All Advance  
All Retreat



## ⚾ Fielding Ball

**left thumbstick**  
**left trigger**  
**right trigger**  
**White**

Move Player  
Turbo Burst  
Jump / Dive  
Select Player

## ⚾ Fielding w/ Ball

**left thumbstick**  
**left trigger**  
**right trigger**  
**A**  
**A (hold)**  
**B**  
**B (hold)**  
**Y**  
**Y (hold)**  
**X**  
**X (hold)**

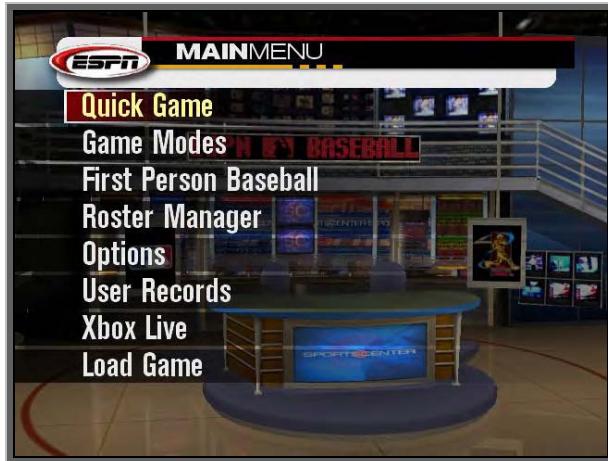
Move Player  
Turbo Burst  
Cutoff Man Catch  
Throw to Home  
Cutoff Redirect to Home  
Throw to 1<sup>st</sup>  
Cutoff Redirect to 1<sup>st</sup>  
Throw to 2<sup>nd</sup>  
Cutoff Redirect to 2<sup>nd</sup>  
Throw to 3<sup>rd</sup>  
Cutoff Redirect to 3<sup>rd</sup>



*When using a Turbo Burst, the yellow cursor will expand and turn red, but only for a few seconds. During this time, your player's running and throwing speed is enhanced.*

# Getting Started: The Main Menu

On the Title Screen, press **START** to advance to the *Main Menu*. From here, you can access all of the different playing modes that ESPN Major League Baseball has to offer. If this is your first time playing, it is highly recommended that you create a user profile to track your records and statistics.



*The Main Menu!*

## >To create a user profile

- ↳ Choose *User Records*
- ↳ Choose *User List*
- ↳ Choose *[create new user]*
- ◆ You will be prompted to input your name.

## Using the *Virtual Keyboard* screen\*

- ◆ Move the **left thumbstick** or **directional pad** any direction to move the keyboard highlight around.
- ◆ Press **A** to input the selected key.
- ◆ Pull and hold the **right trigger** to hold down the shift key.
- ◆ Pull the **left trigger** or press **X** to delete a character.

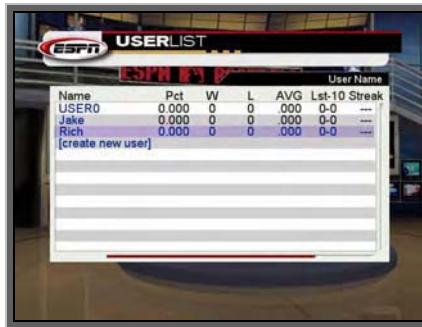
\* These controls apply to all future *Virtual Keyboard* screens.

# User Records

Throughout the game, you can keep track of your statistics by accessing this screen and creating a unique profile.

## >To create a user profile

- ↳ Choose *User Records*
- ↳ Choose *User List*
- ↳ Choose *[create new user]*
- ◆ You will be prompted to input your name.



*The menu is set up for easy user statistic comparison.*

## User List

Manage your user profiles here, and check various overall statistics. Move the **left thumbstick** or **directional pad** up, down, left, or right to move the highlight. If you have an existing profile, press **A** with it highlighted will prompt you to rename your profile.

## Trophy Room

Bask in the luxury of your private trophy room, and view any earned trophies for your user profile. To move from shelf to shelf, pull the **left trigger** or **right trigger**. To highlight and examine a specific trophy, move the **left thumbstick** or **directional pad** up, down, left, or right then press **A**.



*See page 11 for a full list of trophies.*

Trophies are given when you complete player and team milestones in gameplay. Capable GM's will also be awarded trophies for winning the World Series, earning the highest profit margin in the league, etc. Note that in order to unlock the player and team trophies you must earn it on the field. There is no easy simulation with a created team of 100 rated players!!

### User High Scores

Compare statistics here - to do so move the **left thumbstick** or **directional pad** left or right.

### User Batting Profile

Check out how your hitting measures up against all the pitching you've ever faced. To select a different type of pitch, move the **left thumbstick** or **directional pad** up or down. The color key ranges from **cold** (weak) to **hot** (strong). If you want to switch between user profiles, pull the **left trigger** or **right trigger**.



Press **X** to swap between screens.

### User Pitching Profile

On this screen you'll find out what pitches you favor over others, as well as other interesting pitching statistics such as your favorite pitch and location. If you want to switch between user profiles, pull the **left trigger** or **right trigger**.

- For quick reference, you can swap between the batting and pitching profile from either screen by pressing **X**.

### Set Current User

Brings you to a menu where you select the active user. When you access Trophy Room, Batting Profile, or Pitching Profile the selected user's statistics or trophies will be displayed first.

## Trophy Room Checklist

Below is list of the trophies that can be found in ESPN Major League Baseball.

## Manager Awards (GM Career, Franchise, or Season)

World Series Champ  
Manager of the Year  
League Champ  
Executive of the Year  
Salesman of the Year  
Dominant Team  
Thrifty  
Big Spender  
Tightwad

□ □ □ □ □ □

## Individual Awards (GM Career, Franchise, or Season)

Batting Title  
ERA Title  
Home Run Title  
Stolen Base Title  
Strikeout Title  
Outstanding Fielder  
Most Valuable Player  
Pitcher of the Year  
Rookie of the Year

1000 QUESTIONS

## Team Awards (GM Career, Franchise, or Season)

Batting Champs  
Pitching Aces  
Great Gloves  
Super Sluggers  
Speed Demons  
Strikeout Kings  
Black and Blue

□ □ □ □ □

## **Gameplay Achievements (Gameplay Only)**

Hits in a Game  
Home Runs in a game  
Doubles in a game  
Triples in a game  
Runs in a game  
Walks in a game  
Stolen Bases in a game  
RBI's in a game  
Strikeouts

## Indiv. / Team

# Customization: Options

Here you can set a multitude of options to your liking. Default options are underlined. After you have altered settings, remember to save them so you don't have to set them again if you reset. Keep in mind, changing options alters all users' options.

- ☛ To access all options from the *Main Menu*
  - ↳ Choose *Options*



*The Options Menu*

- ☛ To access *Game Options* from *Team Select*
  - ◆ Press X

## **⚾ Setup Options - ↳ *Game Options***

**Game Difficulty:** Rookie / Pro / All-Star / Legend : Sets the overall difficulty of the game.

**Length Of Game\*:** 1-9 (9) : Customize the length of the game.

**Game Conditions\*:** Day / Night : Play during the day or at night.

**Designated Hitter\*:** AL Home Team / Always On / Always Off : Enable or disable the DH. In accordance with official MLB rules, the AL Home Team sets the DH only if an AL team hosts.

**Wind\*:** On / Off : Turns wind on or off - has no effect in domed stadiums.

**In-game Ejections:** On / Off : Turns ejections of overly aggressive players on or off.

**Injuries:** On / Off : With injuries off, players will never be injured during a game.

**Pitcher Fatigue\*:** On / Off : Between throws, pitchers will fatigue.

**Active Bullpen\*:** On / Off : With Active Bullpen off, pitchers don't need to be warmed up before entering a game.

**Custom Slider:** On / Off : Activates the custom sliders in *Gameplay Sliders*.

**Confidence:** On / Off : With Confidence turned off, player ratings are not affected by confidence level, and players do not gain or lose confidence during a game.

**Speed Boosts:** On / Off : Toggles the ability to use turbo while fielding on or off.

\* These options are not available once a game has started.

## ⚾ Gameplay Options - ⚾ Game Options

**Pitch Speed:** Slow / Medium / Fast / Real : Set the overall speed of pitching. Does not affect the mph on pitches, but rather, their relative speed. Note - *Real* is faster than *Fast*.

**Swing Feedback:** On / Off : If you swing and miss, you will see a short message after the pitch telling you why you missed.

**Strike Zone:** On / Off : Draws a translucent, gray Strike Zone during an At-Bat

**Pitch Preview:** On / Off : Pitch preview shows where the CPU's next pitch will go.

**Pop Fly Lock:** On / Off : Locks your fielder into place when he's in the right position to catch a fly ball.

## ⚾ Controls Options - ⚾ Game Options

**Batting Aim:** True Aim / Cursor / Timing Only : With True Aim, point in the direction you want to swing, and the better your aim, the better the hit. With Cursor hitting, you have to aim a small hitting cursor where you want to swing. Timing Only simply requires that you press the swing button at the moment of optimum contact - no aiming involved.

**Batting Swing:** Classic / 2-Button : The two-button setup gives you separate buttons for Contact and Power swings. The classic option simplifies matters, with only one swing button to press, and your hit power is based on the player's rating.

**Batting Cursor Size:** Very Small / Small / Medium / Large : If Cursor Batting Aim is enabled, this option allows you to change the size of the batting cursor - essentially the larger the cursor the easier it is to hit.

**Power Pitching:** Very Small / Small / Medium / Large : If power pitching is turned off, you will not be able to change the amount of effort you put into a pitch.

**Pitch Cursor:** On / Off : Assists your pitching efforts by giving you a small baseball icon indicative of where your pitch will be aimed.

**Smart Fielding:** On / Off : Makes your fielder automatically run the best route to a fieldable ball.

**Smart Throw:** On / Off : Makes your fielder automatically throw to the best base. You will still need to cut off throws on your own.

**Assisted Baserunning:** On / Off : Makes your baserunners automatically make decisions from the moment the ball is put in play until you manually give them a baserunning command.

**Auto-Reselect Fielder:** On / Off : The CPU will automatically switch control between fielders for you.

**Auto-Round Bases:** On / Off : When appropriate, your runners will turn slightly past their bases without your input, just in case there is an opportunity for them to advance further. They will return when the ball is thrown in. With this option off, they stay put once they get on base.

## ⚾ **Presentation Options** - ↗ *Presentation*

Announcer: 1-10 (8) : Adjusts the volume of the Announcers' voices.

PA Announcer: 1-10 (7) : Adjusts the volume of the PA Announcer's voice.

Music: 1-10 (8) : Adjusts the volume of the Music.

Crowd: 1-10 (8) : Adjusts the volume of the Crowds' cheers and jeers.

Umpire: 1-10 (7) : Adjusts the volume of the Umpire's voice.

Game FX: 1-10 (10) : Adjusts the volume of the Game's FX, including all menu navigation sounds.

Background Music: 1-6 (1) : Change the menu navigation menu Background Music.

Vibration: On / Off : When On, the controller will vibrate during certain points in the game.

Quick Play: On / Off : Trims down cutscenes for a faster paced game.

Sports Ticker: On Idle / Off : Shows what's going on in the rest of the league during pauses in gameplay.

## ⚾ **Camera Options** - ↗ *Camera*

Away Team Batting: L. Zoom / L. Wide / Medium / High / Offset / Overhead / Pitcher : Changes your camera angle for when the away team is hitting.

Home Team Batting: L. Zoom / L. Wide / Medium / High / Offset / Overhead / Pitcher : Changes your camera angle for when the home team is hitting.

First Person Mode: On / Off : Turns First Person Baseball on or off.

3<sup>rd</sup> Person Fielding: On / Off : Switches the First Person fielding camera to a behind-the fielder view.

3<sup>rd</sup> Person Batting: On / Off : Switches the First Person batting camera to a catcher view.

## ⚾ **Human Offense** - ↗ *Gameplay Sliders*

Power: 1-100 (50) : Adjusts how hard human-controlled batters hit the ball.

Baserunning Speed: 1-100 (50) : Adjusts how fast human-controlled baserunners run.

Stealing Success: 1-100 (50) : Adjusts how fast would-be basestealers run.

## ⚾ **Human Defense** - ↗ *Gameplay Sliders*

Catcher Errors: 1-100 (50) : Adjusts how many errors human-controlled catchers make.

Infield Errors: 1-100 (50) : Adjusts how many errors human-controlled infielders make.

Outfield Errors: 1-100 (50) : Adjusts how many errors human-controlled outfielders make.

## ⚾ **Human Pitching** - ↗ *Gameplay Sliders*

Variability: 1-100 (50) : Adjusts the level of control that human-controlled pitchers possess.

Fatigue: 1-100 (50) : Adjusts the rate at which human-controlled pitchers tire.

### ⚾ AI Batting - ⚡ *Gameplay Sliders*

**Contact:** 1-100 (50) : Adjusts the frequency with which CPU-controlled swings make contact.

**Skill:** 1-100 (50) : Adjusts the CPU's ability to get base hits.

**Take Strike Overall:** 1-100 (50) : Adjusts the overall frequency with which CPU batters take strikes.

**Take Strike Ahead:** 1-100 (50) : Adjusts the frequency with which CPU batters take strikes when ahead in the count.

**Take Strike Behind:** 1-100 (50) : Adjusts the frequency with which CPU batters take strikes when behind in the count.

**Take Ball Overall:** 1-100 (50) : Adjusts the overall frequency with which CPU batters take balls.

**Take Ball Ahead:** 1-100 (50) : Adjusts the frequency with which CPU batters take balls when ahead in the count.

**Take Ball Behind:** 1-100 (50) : Adjusts the frequency with which CPU batters take balls when behind in the count.

**CPU Hitting Power:** 1-100 (50) : Adjusts the CPU's hitting power.

### ⚾ AI Running - ⚡ *Gameplay Sliders*

**Aggressive:** 1-100 (50) : Adjusts the frequency with which CPU-controlled runners try to advance.

**Steal 2<sup>nd</sup>:** 1-100 (50) : Adjusts the frequency of attempted steals of second base by CPU-controlled runners.

**Steal 3<sup>rd</sup>:** 1-100 (50) : Adjusts the frequency of attempted steals of third base by CPU-controlled runners.

### ⚾ AI Pitching - ⚡ *Gameplay Sliders*

**Corner:** 1-100 (50) : Adjusts the frequency with which CPU-controlled pitchers will nibble at corners.

**Change Speed:** 1-100 (50) : Adjusts the frequency with which CPU-controlled pitchers change speeds.

**Change Location:** 1-100 (50) : Adjusts the frequency with which CPU-controlled pitchers work opposite corners of the plate.

**Throw Strike Overall:** 1-100 (50) : Adjusts the overall frequency with which CPU-controlled pitchers throw strikes.

**Throw Strike Ahead:** 1-100 (50) : Adjusts the frequency with which CPU-controlled pitchers throw strikes when ahead in the count.

**Throw Strike Behind:** 1-100 (50) : Adjusts the frequency with which CPU-controlled pitchers throw strikes when behind in the count.

**Pickoff:** 1-100 (50) : Adjusts the frequency with which CPU-controlled pitchers attempt pickoffs.

**Pitchout:** 1-100 (50) : Adjusts the frequency with which CPU-controlled pitchers use pitchouts to prevent steals.

## ⚾ **Miscellaneous** - ⚡ *Gameplay Sliders*

**Injuries:** 1-100 (50) : Adjusts the frequency of injuries in the game. There is a max of 1 injury/game in a Season, Franchise, or GM Career mode and a max of 3/game in a Quick Game or Exhibition.

**Defensive AI: Catching Aggressiveness:** 1-100 (50) : Adjusts the frequency at which CPU-controlled fielders dive, lunge, or take aggressive routes toward the ball.

**Defensive AI: Throwing Aggressiveness:** 1-100 (50) : Adjusts the frequency at which the CPU will go for the lead runner on a close play.

**Offensive AI: Hit 'N Run:** 1-100 (50) : Adjusts the frequency at which the CPU team will call for a hit-and-run.

**Offensive AI: Sacrifice Bunt:** 1-100 (50) : Adjusts the frequency at which the CPU team will try to use a sacrifice bunt to advance runners.

**Offensive AI: Squeeze:** 1-100 (50) : Adjusts the frequency at which the CPU team will call for a squeeze bunt.

## ⚾ **Controller Layout** - ⚡ *Controls*

This screen lists the controller configuration, better explained at the beginning of this manual.

## ⚾ **Reset Options** - ⚡ *Reset Options*

Doh! Need to reset the options? Here's how!

## ⚾ **Credits** - ⚡ *Credits*

Take a peek at who designed the game. Do you know anyone that claims to have worked on the game? Prove them wrong!

# Load Game

Use this option when you want to load any type of the following games. Be warned, by loading, you will lose any unsaved data:

Saving a game in progress during GM Career, Franchise, Season, or Playoffs will save the respective mode's data (ie - Schedule, Coaches, Tree etc).

- ⚾ **General Manager:** Saved at any point during a *GM Career* game.
- ⚾ **Franchise:** Saved at any point during a *Franchise* game.
- ⚾ **Season:** Saved at any point during a *Season* game.
- ⚾ **Playoffs:** Saved at any point during a *Playoffs* game.
- ⚾ **In-Game:** Saved at any point during any gameplay.

These files save and load differently:

- ⚾ **Roster:** Saved when exiting from the *Roster Manager* after editing players or creating players. This file contains created players and players rosters (names, positions, teams, ratings). Choose *Load Roster* from the *Roster Manager* menu to load.
- ⚾ **User Profiles:** Saved when exiting from a game or after creating a new user profile using *User List*. This file contains all statistics, trophies, batting, and pitching profiles. User profiles load automatically when the game boots up.

# Bring it: Quick Game / Exhibition

If you're looking to play a single exhibition game against a friend or the CPU, then look no further. You'll have the ability to select the teams, your uniforms, the stadium, and the game options you wish to use.

## ¶ To play a Quick Game from the *Main Menu*

- ↳ Choose *Quick Game*

-or-

- ↳ Choose *Game Modes*
- ↳ Choose *Exhibition*

## ¶ Using the *Team Select* screen\*

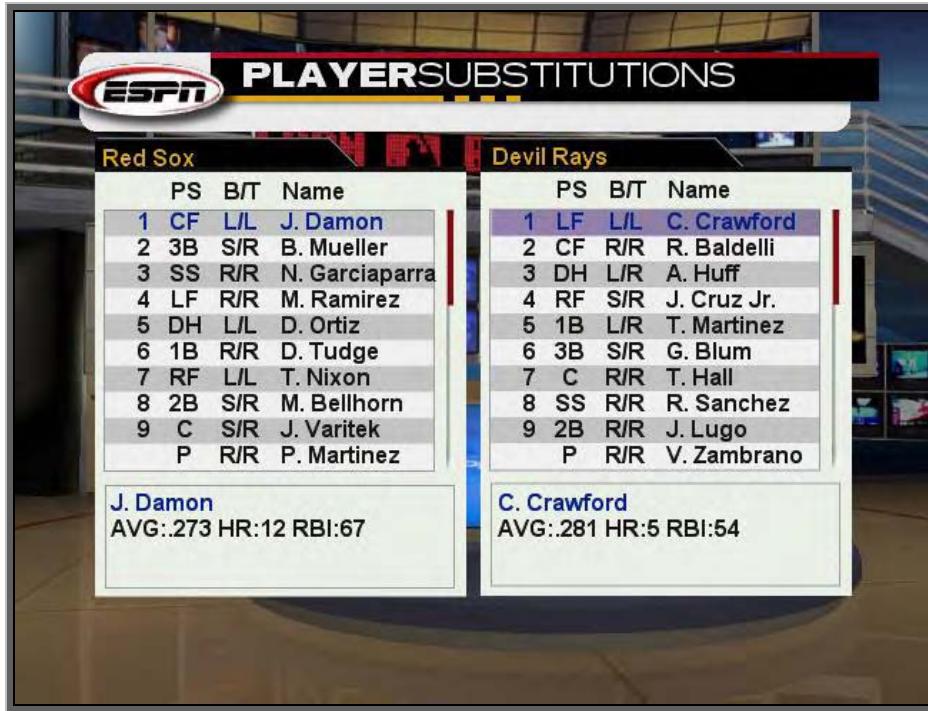
- ⇒ Move the **left thumbstick** or **directional pad** up or down to move the highlight between team, uniform, and stadium select.
- ⇒ Move the **left thumbstick** or **directional pad** right or left to move the controller icon between teams.
- ◆ Press **Black** or **White** to cycle between existing profiles.
- ◆ Press **X** to bring yourself to the *Setup* screen, where you can change *Game Options*. [See page 12 for more information.](#)
- ◆ Pull the **right trigger** or the **left trigger** to cycle between teams, uniforms, and stadiums.
- ◆ Press **A** or **START** to advance to the *Player Substitutions* screen.

\* These controls apply to most *Team Select* screens.

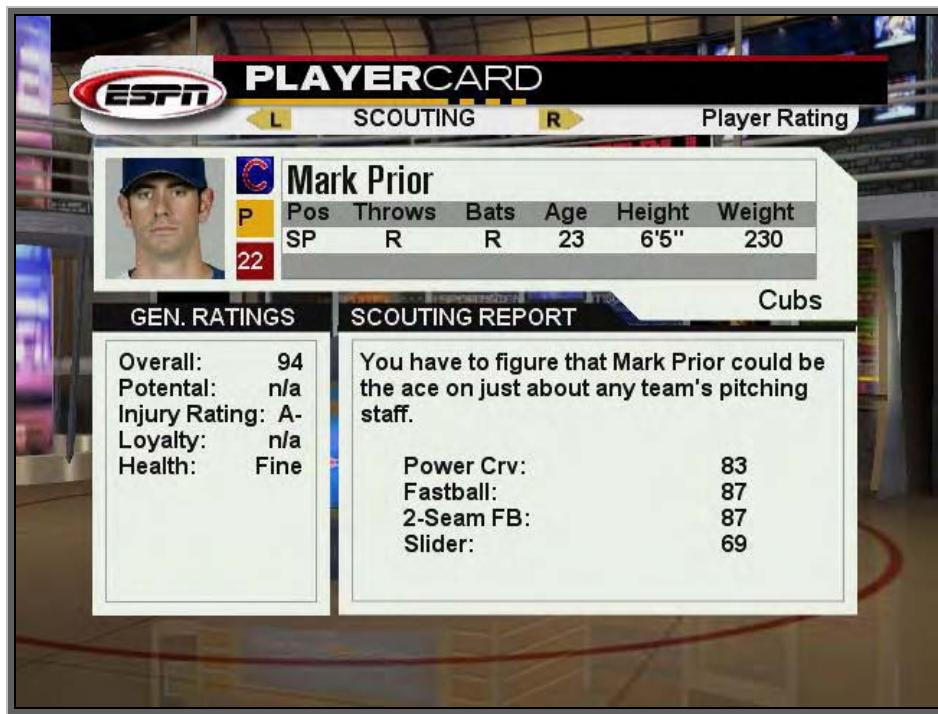
## ¶ Using the *Player Substitutions* screen\*

- ⇒ Move the **left thumbstick** or **directional pad** up or down to move the highlight between players.
- ◆ Press **Black** to view the highlighted player's Player Card.
  - ◆ Press **X** to change the CPU pitcher.
- ◆ Press **A** to select a player, and once more to bring up the *Swap Players* overlay. You can switch Batting order or Fielding position.
- ◆ Press **START** to start the game.

\* These controls apply to most *Player Substitutions* screens.



The Player Substitutions Screen. Each team's default lineup will appear on this screen. You can only substitute positional players for positional players, and pitchers for pitchers.



The Player Card of Mark Prior.

Once you have everything squared away, press **START** to play!

# Play Ball! Gameplay

## **Matchup Screen**

After the teams have been determined, you will be brought to the *Matchup* screen and Karl Ravech will preview the two starting pitchers. When examining the statistics, compare the ratio of Hits, Walks, and Strikeouts to Innings for a broad picture of the pitcher's capability.



*If the Strikeout / Innings ratio is close to 1, then that pitcher excels at striking out batters.*

## **Defense - Selecting a Pitch**

Each pitcher comes equipped with his real-life assortment of pitches. To select a pitch, press the corresponding button of the desired pitch.

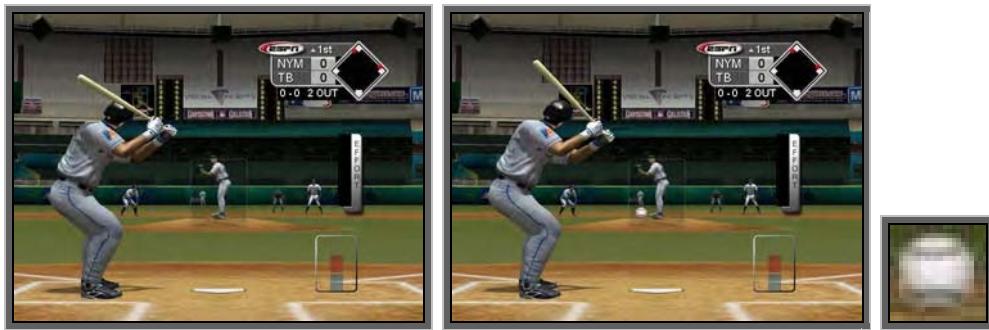


*New! Press the button that corresponds to your desired pitch.*

## **Defense - Pitch Location**

After you have selected your pitch, you now have to select a location in the strike zone (a shaded rectangular area). Move the **left thumbstick** in any direction to aim the pitch cursor to the location in which you'd like to pitch. By default, the pitch cursor is **Off** to

keep the element of surprise. As you slowly move the **left thumbstick** to the outer boundaries of these edges, your controller will start to vibrate. Aiming is pressure sensitive, but if you feel you need some training press **START** then access **Options** > **Team Options** > **Misc** and toggle **Pitch Cursor** to On. If you do not feel that you have chosen the right pitch, and would like to back out to the pitch type selection process, press **B** while aiming the pitch cursor. If you feel you're ready to go ahead with that location, press **A**.



After you have confirmed your pitch location, a black bar will appear. This is **Power Pitching**, which is On by default. When you press and hold **A**, a fast rising **red** bar will increase as long as you hold it down. Depending on the pitch type and amount of effort used, your ball flight will have enhanced speed, control, or movement. Power pitching will rapidly tire your pitcher's arm so use it sparingly. The only pitch where effort has no effect is the Changeup, and smart pitchers know when to and when not to utilize this pitch to deceive the hitter.

Be sure to keep an eye on the stamina bar after each pitch. Once the light blue meter begins dropping under the 60% mark, the pitcher's accuracy will become increasingly erratic. If it falls under 25% or so, it might be time to start loosening up some arms in the pen.

#### **Coach's Tip - Don't Throw Meatballs**

While the idea of throwing a fastball with full effort straight down the plate early and often may sound pleasing since you're going toe-to-toe, you generally don't want to fiddle around the wheelhouse too long. It not only tires your pitchers out, but, the simplicity of the strategy is easily locked on to by hitters. Always distribute your heaters around, and sometimes even outside the strike zone, to keep their bats off-balance.

#### **Coach's Tip - Active Bullpen Management**

When you decide to relieve a pitcher, there are two important rules to remember. Warm-up your relief pitcher at least a half inning before you need him or he'll be cold when you bring him out. Also note that if you keep him in the bullpen too long, he will tire out and not have full stamina when it's his turn to pitch.

## » Accessing the *Bullpen* screen

- ◆ Press **START** before the pitch to pause the game.
- ↳ Choose *Substitutions*
- ↳ Choose *Bullpen*

## » Defense - Keeping an Eye on Baserunners

Good pitchers know that it's in their best interests to keep baserunners honest when they're aboard. To try a pickoff move, pull the **left trigger**, and press the button corresponding to the base you'd like to throw. Depending on whether a base is being covered and the size of the lead, you may take out the baserunner.



*Keep an eye on the baserunners or your coach may kick you back to the minors!*

- » Pull and hold the **left trigger** + press **B** - Pick off 1<sup>st</sup> base
- » Pull and hold the **left trigger** + press **Y** - Pick off 2<sup>nd</sup> base
- » Pull and hold the **left trigger** + press **X** - Pick off 3<sup>rd</sup> base

If you suspect that a baserunner could very well be on the move during your next pitch, it might be a good time to call for the ol' pitchout. To do so, select your pitch and location, but instead of pressing **A** to deliver the throw, press **X**.



*You can't throw a pickoff once you begin your windup.*

### **Coach's Tip - No Look Pickoff**

Indulge yourself with this tip - to pickoff without looking at the player, after you have chosen your pitch pull and hold the **left trigger**. While your pitcher winds up, his head will not turn, but he is still queued up to throw to whatever base you wish (displayed above). You can still aim your pitch, and if you so choose, you may release the pressure and pitch as normal with **A**.

### **Defense - The Hot Zone**

When the batter steps up to the plate, you'll notice an overlay on-screen that is divided into nine zones. Some of the zones will be in red, some will be in blue, and some will be clear - these represent the spots in the strike zone where a player's strengths and weaknesses at batting shine through. The color gradient, from best to worse hitting ability, is as follows: **dark red**, **clear**, gray, and **dark blue**. When pitching, you'll likely want to avoid the red areas, but on the other hand, you don't want to pitch too often in the blue areas (as a hitter will lock on). You may have to pitch to red zones occasionally, but proceed with caution.

### **Defense - Fielding**

Once the ball is put into play, you will automatically be given control of the player that's closest to the ball and is best able to make the play. Look for the player with the yellow circle underneath him to see who you're controlling. Move the **left thumbstick** to run toward the ball and make the play. If you need to switch fielders for any reason, press **White** and your yellow control circle will switch to the second closest player. To use a speed burst pull the hold the **left trigger**. During a speed burst the yellow circle will turn red, and while it remains that color your running and throwing speed is enhanced.

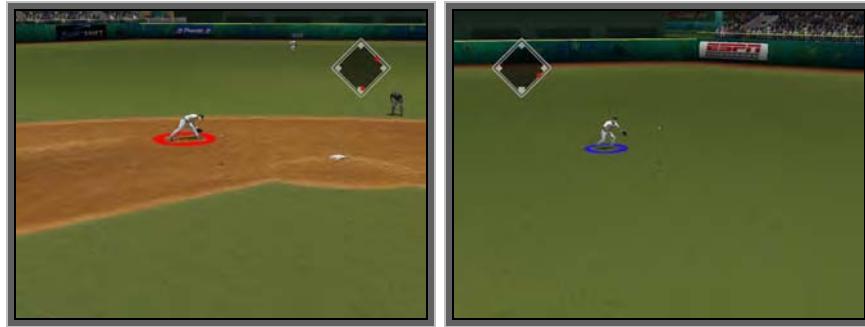
-  **B** - Throw to 1<sup>st</sup> base
-  **Y** - Throw to 2<sup>nd</sup> base
-  **X** - Throw to 3<sup>rd</sup> base



*The double play is one of the sweetest things to watch.*

It's important to remember that when you throw the ball to any of the bases from the outfield that you can cutoff the throw and redirect it to the base of your liking. While the

ball is in the air, press and hold one of the aforementioned buttons to have your cutoff man catch and throw the ball to the corresponding base.



One of the most exciting plays in all of baseball is robbing a home run. If a ball looks as if it's going to clear the wall, your outfielder will have the opportunity to pull it back in. Race your outfielder back to the wall and pull the **right trigger** to have him scale the wall. Timing is everything. It's probably not a play you'll see everyday, but it IS possible.

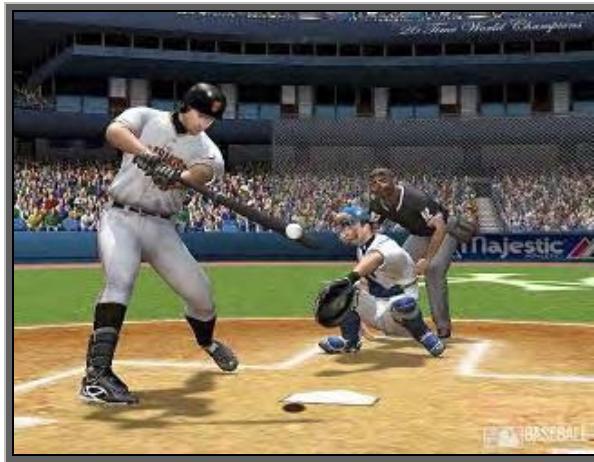
Also note that you can make jumping catches or spear line drives, and to do you simply have to pull the **right trigger** while the ball is in play. It's not as impressive, and sure gets you dirty, but heck, at least you'll earn coach points for good hustle!



*Diving for a line drive is worth 15 hustle points.*

#### **Offense - True Aim**

When at the plate, you control your batter's aim by using the **left thumbstick**. As each pitch is thrown to the plate, move the **left thumbstick** in the direction where you want to swing the bat, and press either **A** (for a contact swing) or **B** (for a power swing) just as the pitch crosses the strike zone. If you're too far underneath the ball, you'll likely pop it up. Similarly, if you're on top of the ball, you'll likely drive it into the ground. Aiming in ESPN Major League Baseball is pressure sensitive, meaning relatively how hard you move the **left thumbstick** in one direction will determine how far you swing in that direction.



*If you swing too late or too early, you'll likely give a fan a souvenir.*

Note that by utilizing a contact swing, you will have a better chance to hit the ball but at the expense of the long ball. Using a power swing greatly improves your chance of hitting the ball a long way, but you have to aim much more precisely in order to make a solid hit.

Another hitting technique is none other than the bunt. To have your batter square up for a sacrifice bunt, press and hold **Y** before the pitcher begins his delivery to the plate. After the pitch has been thrown, you will still have to aim with the **left thumbstick**. If you do not feel that the pitch is right for you, release the **Y** button before the pitch reaches the plate. If you would rather attempt to bunt for a base hit, after the pitch has been thrown, press and hold **Y** while aiming with the **left thumbstick**, and your hitter will drag bunt.

#### **ESPN Coach's Tip - Broken Bats**

This year, true to real life, you can break your bat if you swing at a fast inside pitch. Upon striking the ball, your bat will shatter and you'll hit a dribbler that's easy to field for the defense. Consider yourself warned and be careful not to get too tied up!



*Giambi power swings at an inside pitch...and shatters his bat.*

## Offense - Baserunning

Getting a grasp on the basics of baserunning is essential if you hope to have any success in ESPN Major League Baseball. To advance a runner to a specific base, move the **left thumbstick** in the direction of the base you'd like the runner to advance to, and press **X**. If you need him to retreat for any reason, move the **left thumbstick** in the direction of the base you previously occupied and then press **B**. To advance all runners press **X** or pull the **left trigger**.

While you are at bat with any hitter, you can order your baserunners to increase his lead at the bag in an effort to get a better jump. You can only move baserunners back and forth while the pitcher still has the ball, but beware of pickoffs. From the normal (or default) lead position, you'll have the ability to extend the runner's lead by one or two extra steps. To do so, pull the **left trigger** once for each extra step you'd like the runners to take. Consequently, pull the **right trigger** to move the runners back a step.

Before the pitch, each baserunner will automatically take his normal, default lead. While in this position, your runner is considered to be in a safe distance from the bag, meaning he'll automatically return to the bag safely should the pitcher make a pickoff throw. However, once you start extending a runner's lead, you'll put him in danger of possibly being picked off. If the pitcher spins and throws back to the base, you'll need to pull the **right trigger** quickly to get your man back in time. From one extra step away, you have to a little bit of cushion with regard to your reaction time, but if you push your lead to two steps, you need to be lightning quick on the trigger finger if you want to get back in time to thwart the pickoff attempt.

By default, **Auto-Round Bases** is set to **On** - When appropriate, your baserunners will take turns the corner on a base as soon as they touch a base, but will not advance forward. You will have to manually input advance commands, and they are in no danger of being thrown out with this tiny lead.



*Your players will slide or crash into the catcher.*

### 💡 Offense - Stealing

Sometimes, you steal because it strategically benefits you to pit your fastest base runner against a mediocre catcher. Other times, you want to steal just to gun it against your friend to annoy him to no end. In either event, when you have baserunners on any of the bases, prior to the pitch, press the **directional button** in the direction of the base you'd like to steal.

- ⓐ **Directional pad ↑** - Queue up steal of 2<sup>nd</sup> base
- ⓐ **Directional pad ←** - Queue up steal of 3<sup>rd</sup> base
- ⓐ **Directional pad →** - Queue up steal of 1<sup>st</sup> base

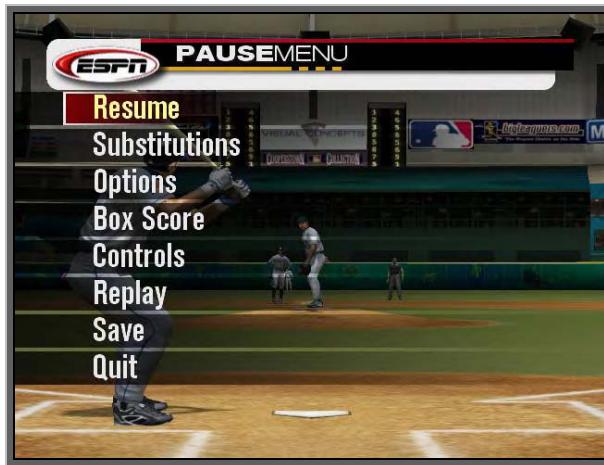


*Basestealers will jet right after the pitch is delivered.*

Another risky way to steal, which sends your men in motion before the pitch, is to press **X** without queuing up any steals. This will signal all baserunners to go in motion. Another way to pull off this effect is to pull the **left trigger** during pitchers pickoffs.

## ⚾ The Pause Menu

During gameplay, press **START** to access the following menu options.



- *Resume* - Returns you to the game.
- *Substitutions\** - Set *Defensive Changes*, *Bullpen*, *Pinch Hit* & *Pinch Run*.

DEFENSIVE CHANGES						
Home Team: Devil Rays						
PS	B	Name	F-PCT	Avg	HR	
1	LF	C. Crawford	.302	.281	6	
2	R	R.凭	.299	.279	11	
3	DH	L. A. Huff	.377	.311	34	
4	RF	S. J. Cruz Jr.	.394	.250	20	
5	1B	R. E. Perez	.361	.285	11	
6	3B	S. G. Blum	.375	.262	10	
7	C	H. Sosa	.388	.253	12	
8	SS	R. Sanchez	.360	.250	0	
9	2B	R. J. Lugo	.369	.271	15	
BENCH						
	C	R. B. Fordyce	.273	6	31	
1B	L	T. Martinez	.273	15	69	
1B	L	R. Fick	.269	11	80	

- *Options* - Set *Options*, *Presentation*, *Sliders*, *Camera*, & *Choose Side*. ESPN Major League Baseball only allows for one active user on either team.
- *Box Score* - Like reading the scores in your local newspaper.
- *Controls* - Takes you to the *Controller Layout* screens.
- *Replay*<sup>\*\*</sup> - The camera guys have improved the tape from last year, so replays can run longer! Use the onscreen button assignments to zoom in or out, move the camera reticule any direction, rewind, fast-forward, or play. If you are already familiar with these functions, press **Y** to hide the overlay.
- *Save* - Save your game in progress! The record keepers have gotten smarter during spring training and will track everything that has progressed in the inning, instead of the last completed half inning.
- *Quit* - Quit the game in progress.

\* - Available when the ball is dead.

\*\* - Available after a play has been completed and the ball is dead.

## ⚾ The QuickKey Menu

Before selecting a pitch, press **White** to access these functions.



- *Lineups* - Returns you to the game.
- *Pitcher Status* - Displays both team's current pitchers, number of pitches, bullpen status, and relevant statistics.
- *Last Pitch* - Shows the path of the last pitch. Rotate the angle by moving the **left thumbstick** any direction and replay the pitch by pressing **A**. Zoom in and out by pressing **Black** or **White**. *Last Pitch* is useful in tracking pitcher variability as he gets more and more fatigued.



*The yellow ball represents where your pitch cursor was aimed.*

- *Replay* - Brings you to the replay function described above.
- *Confidence* - Displays the confidence level for all players on both teams.
- *Mount Visit* - Have a talk with the pitcher to slightly increase his confidence.



*Every bit of confidence helps when your pitcher is in the kettle.*

## Offense/Defense - Substitutions

At any given moment, someone from the bench will need to step up and help his team out. Here's a couple of tips that should help guide your efforts to choose the best lineup.

### *Defensive Changes*

If you ever have to sub out one of your starters, be sure to check your bench player's familiarity with the position before subbing him in. You will save the embarrassment of accidentally bringing in your back-up center fielder in for your catcher.

### Accessing the *Player Card* rating screen

- ◆ Press **START** before the pitch to pause the game.
- ↳ Choose *Substitutions*
- ↳ Choose *Defensive Changes*
- ↳ Choose a player
- ↳ Press **Black**
- ↳ Pull the **left trigger**

### *Bullpen*

In general, right handed pitchers have better prevent hit ratings against right handed batters and vice versa for left handed pitchers.

### *Pitch Hit & Pitch Run*

The same advice for *Defensive Changes* applies to both *Pitch Hit & Pitch Run*. After you bring one in off the bench, they play that position for the rest of the game, and your substituted player is out. Be sure to check the ratings so that you aren't left in a pickle.

## Defense - Advanced Gameplay

A key component of great management is knowing where to position your fielders on any given play. As each better stands at the player, you can adjust your defensive setup by pressing the **directional button**. Press it left or right will cycle through the available infield positions, and pressing it up or down will cycle through the various outfield positions. Here's a list of the different shifts that are available.

### **Infield**

**Normal:** The default infield position. Normal is a balanced setup, good for many scenarios, but never the optimal choice if you can tip the odds in your favor.

**Fielders In:** Your fielders will shift closer to home plate. Use this formation when you want to cut down a runner at the plate.

**Fielders Back:** Your fielders will play deep to guard against hard hit grounders.

**Fielders Left:** Shift your fielders to cut down the batting average of pull-hitting righties.

**Fielders Right:** Shift your fielders to cut down the batting average of pull-hitting lefties.

**Double Play:** The shortstop and second baseman cheat toward the middle so they'll be in better position to turn two.

**Guard Lines:** Your first and third baseman hug the foul lines.

**Guard Bunt:** Your first and third baseman are brought a few steps closer to guard against the bunt.

## Outfield

**Normal:** The default outfield position. Like a Normal Infield setup, good for many scenarios, but if you'll want to cater your defense for the batter.

**Shallow:** Bring your outfielders in against a poor hitter, or give them a better shot at a play at the plate in the late innings of a game.

**Deep:** Against big hitters, like Giambi, use this formation.

**Left:** Swings your outfielders around to the left.

**Right:** Swings your outfielders around to the right.

**Deep Left:** Positions your outfielders deep and around to the left.

**Deep Right:** Positions your outfielders deep and around to the right.

**Shallow Left:** Pulls your outfielders in and to the left.

**Shallow Right:** Pulls your outfielders in and to the right.

## Coach's Tip - Tenacity

"Losing is no disgrace if you've given your best."

-- Jim Palmer

Knowing all the players ratings and logistics of every ballpark is neither the final lesson to victory nor the solution to winning a majority of your games day in and day out. The sum of all the players is never greater than how the whole team functions as a whole. You must think for all the players at any given moment, how to react, and what to do in every situation, utilizing the strengths of individuals on your team to compensate for your weaknesses or to counter the opponents strategies. A great man once said, "The way a team plays as a whole determines its success. You may have the greatest bunch of individual stars in the world, but if they don't play together, the club won't be worth a dime." Above all else, never be afraid to try new things on your own, as the age-old adage "Practice makes perfect" holds true for America's Pastime.

## Coach's Tip - Team Momentum & Confidence

Depending his own or team's in-game performance, a player's confidence will go up or down and affect his ratings. High amounts will give you a slight edge when you need it most - harder hitting, faster throws, biting curves, etc. Confidence carries over a little bit between games (GM Career, Franchise, or Season).



*Despite its one-on-one nature, baseball is very much a team sport.*

# Live it: First Person Baseball

View action through the eyes of the players on-field, for an exciting and unique experience! There are two ways to play: **First Person** and **Action Cam**. The controller configuration, unless specifically mentioned, function the same.

One of the greatest hitters ever once said, "I study pitchers. I visualize pitches. That gives me a better chance every time I step into the box. That doesn't mean I'm going to get a hit every game, but that's one of the reasons I've come a long way as a hitter."

## **Hitting**

The approach you have to take to hitting is First Person Baseball is obviously going to be different than normal. Your batter will automatically turn his head towards the center of his strike zone as the pitch is delivered. Therefore, if a pitch is coming way that looks to be going out of your view, don't swing!

In **First Person** mode, you can look left and right by pressing the respective direction on the **right thumbstick**.



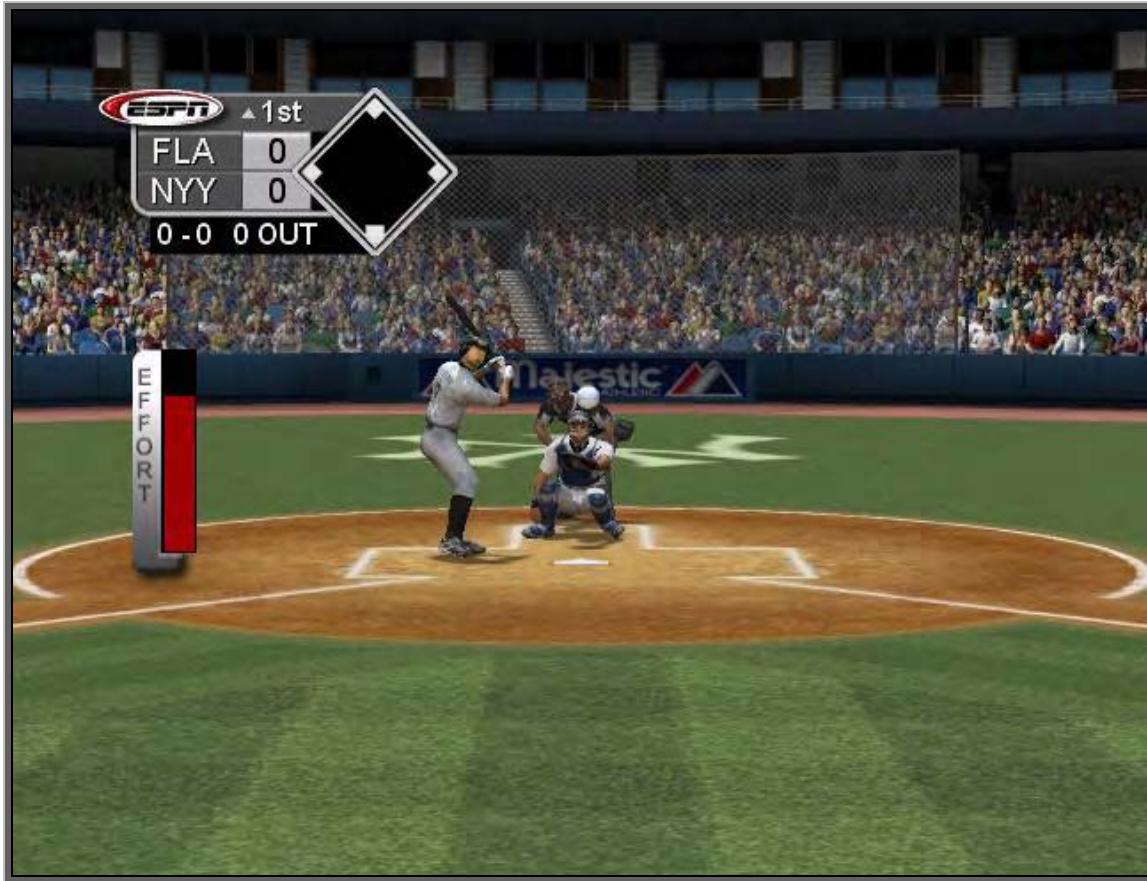
*Taking a pitch. Focus your eyes on the ball!*

## ⚾ Pitching

Pitching in First Person mode is a little trickier than in a default camera angle since your strike zone is much smaller. However, the sensitivity of aiming the pitch remains the same. It is recommended, if it is too difficult to adjust, that you turn on [Pitch Cursor](#) so you can visual clues on where you're hurling.

### ► To get to the [Pitch Cursor](#) option

- ◆ Press **START** before the pitch to pause the game.
- ↳ Choose *Options*
- ↳ Choose *Team Options*
- ↳ Pull the **left trigger**



*Delivering the goods in First Person Baseball.*

## ⚾ Fielding

During pop flies, follow the arrows.

Down → Run up (towards the infield)

Left → Run left

Right → Run right

Up → Run down (towards the warning track)



*The camera automatically swings to eyes of the closest fielder who can make a play.*

## ⚾ Baserunning

During pop flies, follow the arrows. Left -- To your left, Right to your right, down → push up, up → push down



*The camera will follow the eyes of the trailing runner - usually the person who got a hit.*

### **ESPN Coach's Tip - Peripheral Baserunning**

"I've noticed that when I have a baserunner I \*never\* take my eyes off the round dots on the diamond...I noticed that I just use peripheral vision to watch the action on screen."

-- C. Yu

# Roster Manager

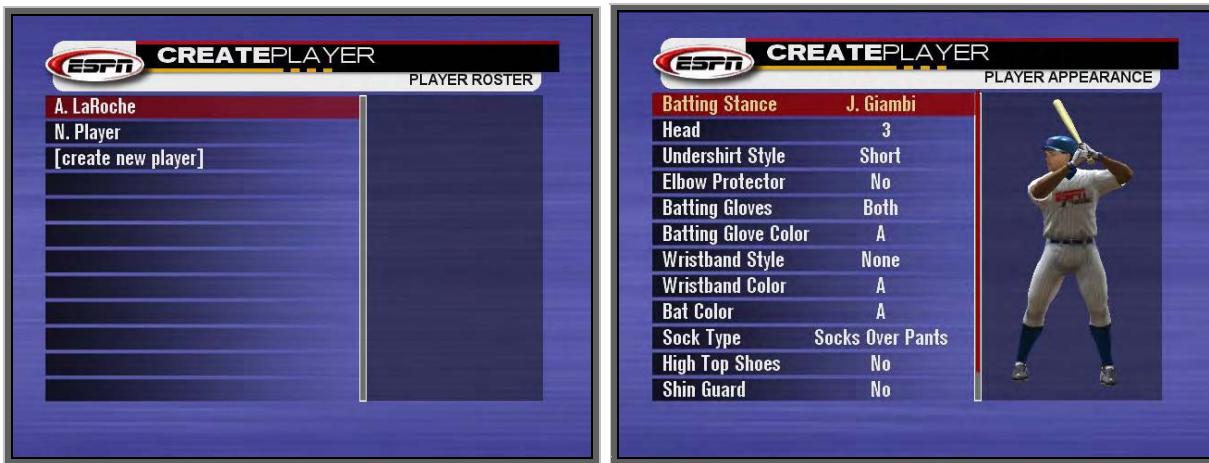
ESPN Major League Baseball gives you the opportunity to create a player for use anywhere in the game. Whether you'd like to create yourself, your family, your local team or perhaps even re-create some of your favorite players from seasons past, this is the place to be. Select *Roster Manager* from the *Main Menu* to access the following features.



*Roster Manager* menu screen

## **Create Player**

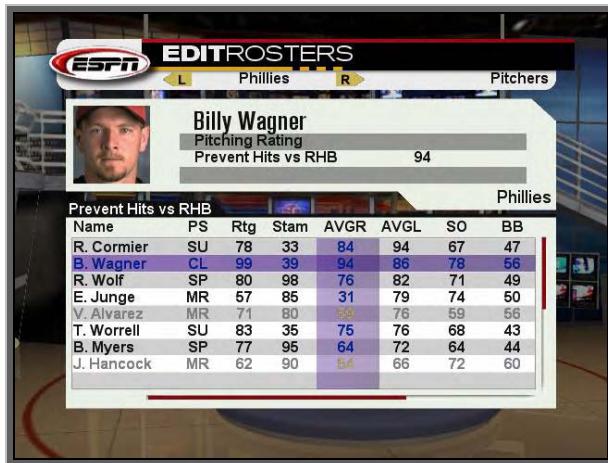
On display are the created players you currently have, as well as an option to create new players. Press **A** over a player to edit him or [create new player] to start from scratch.



There are 5 standard create player screens - *Vital Stats*, *Player Appearance*, *Hitting*, *Fielding*, and *Player Fundamentals*. If you create a Pitcher (chosen during Vital stats), you also have the *Pitch Style*, *Pitch Types*, and *Pitch Ratings* screens.

## ⚾ Edit Rosters

*Edit Rosters* is a powerful one stop menu to access a plethora of player actions.



Remember you can press **Black** to open up player cards.  
Pull the **left trigger** or **right trigger** to cycle through teams.

- **Cancel** - Returns you to the *Edit Rosters* screen.
- **Edit Select Rating** - Allows you to increase or decrease the highlighted rating by pressing **left** or **right** on the **directional pad**.
- **Edit Player** - Edit the selected player the same way you create new ones!
- **Promote/Demote Player** - Moves the selected player from the majors to the minors, or the minors to the majors. **Black** names are already in the majors whereas **gray** names are minor league players.
- **Move Player to another team** - Move the selected player to any other team. Consequently, you can move Free Agents onto any team.
- **Release Player to Free Agency** - Releases the selected player into free agency.
- **Edit Lineup** - Edit the four starting lineups for the team. They are as follows:  
[Vs. LHP, no DH], [Vs. RHP, no DH], [Vs. LHP, w/DH] & [Vs. RHP, w/DH].
- **Edit Pitching Rotation** - You can have 5 Starters and any number of Relief, Closer, Set-up, Middle, and Long pitchers in your rotation.
- **Place Player on 15-Day DL** - Places the highlighted player on the Disabled List for 15 days to recover from minor injuries. He will be indicated in **Red**.
- **Place Player on 60-Day DL** - Places the highlighted player on the Disabled List for 60 days to recover from minor injuries. He will be indicated in **Red**.
- **Take Player Off DL** - Remove highlighted player from the Disabled List.

## ⚾ Load Player

Creates a copy of any created player you make, and places him in Free Agency.

## ⚾ Load Major League Roster

This resets the current roster to the default MLB roster. You will have to manually load any downloaded content from Xbox Live to keep your rosters up to date.

### ⚾ Load Roster

Load any Roster from any file type as well as any downloaded content from Xbox Live.

### ⚾ Roster Summary

Displays a list of all MLB teams and whether or not their rosters are valid. If any team's roster violates the specific conditions stated here then when you exit *Roster Manager* you will be prompted to let the CPU auto-fix it or manually fix them yourself.

## Major League Baseball Roster Requirements

### **MAJORS**

- 9 Pitchers
- 5 Starting Pitchers
- 12 Hitters
- 25 Total Players

### **MINORS**

- 3 Pitchers
- 3 Hitters
- <19 Total Players



### ⚾ Player Finder

Input a name search string, press **START**, then *Player Finder* will return a list of players that have matching strings. From there, you can check their Player Card by pressing **Black**. Ever heard of that hitting monster Evan Boehler? Yeah, me neither.

### ⚾ Save Roster

*Player Finder* will display the matches the names inputted in this keyboard to return a list players

# Carve your path: GM Career

Ever wonder if you have what it takes to manage a baseball team under aggressive deadlines and salary budget constraints with the owner breathing down your every move? This is your chance! Begin your career here and let your name be known throughout the Major Leagues.

- ⚾ To start a GM Career game
  - ↳ Choose *Game Modes*
  - ↳ Choose *GM Career*

If you aren't familiar with any of the teams, before playing any of the extended game modes it's highly recommended that you study your team's roster. Lastly, GM Career is a very menu heavy mode, and some useful controls to remember are the following:

<b>right thumbstick button</b>	Sort by rating in descending or ascending order
<b>X</b>	Change menus
<b>Black</b>	Check Player Card
<b>White</b>	Toggle numbers between stats and ratings

First things first, you'll need to set all the option as you like them. Among the options to set are the number of human-controlled teams in the league, the length of the season, whether or not there'll be a fantasy draft and how active the CPU will be in running your day-to-day operations.

## ⚾ GM Career Setup\*

**Management Draft:** On / Off : A draft will allow you to assemble the best coaches available, or let the CPU choose the coaches for you.

**Fantasy Draft:** On / Off : Use this option to jump directly into the season with no draft, or draft a team of your choosing.

**League Budgets:** Standard / Custom / Random : Standard is enough to cover the cost of current players, while Custom will allow you to set the budgets. If you're looking to jumble up every team's BP, choose Random.

**CPU Trading:** On / Off : This determines whether or not the opposition will attempt trades with each other.

**CPU Trade Proposals:** 1-100 (50) : With this option on, the CPU players will offer trades to you during the regular season.

**Trade Deadline:** 1-100 (50) : The July 31<sup>st</sup> trade deadline is enforced with this option set to on. Note - The in a shortened season this option does nothing.

**Injuries:** 1-100 (50) : Injuries are a part of the game, unless you turn them off.

**All Fictional Players:** 1-100 (50) : Play an entire league of fictional players with this on.

**Hitter Fatigue:** 1-100 (50) : Hitter performance deteriorates with fatigue on a game to game basis. With this option off, they can play like machines.

**Randomize Potential:** 1-100 (50) : Randomize the potential of all players, so you never know if you'll have multiple superstars until you start the season.

**Playoff Format:** 1-100 (50) : Customize the number of games to be played in each bracket.

**Injury Management:** 1-100 (50) : Let the CPU decide what to do with injured players. Selecting "Minor injuries only" only auto manages injuries that are less than 15 days in duration.

**Lineup Management:** 1-100 (50) : Let the CPU automatically optimize your lineup without overlay prompts.

**Pitching Rotation Management:** 1-100 (50) : Let the CPU automatically optimize your lineup without overlay prompts.

**Auto Minors Management:** 1-100 (50) : Let the CPU automatically decide when you should promote a promising minor leaguer.

\* All options of the same name have duplicate functions in Franchise, Season, and Playoffs mode.

## **Find A Job**

After you have set your options, the task at hand is to choose the team that you want to be the general manager of. When you first start, everyone's record and bank are clean 0's, but as you progress through the years it's important to factor those when making a decision of where to go. Another equally important consideration is the type of owner and his focus. Those two combined will determine roughly how hard managing the prospective team will be. Here's how owner types break down:

 **Investor** owners are big on making money and usually seek GM's that can make a profit.

 **Fans** owners cater to the audience and want GM's to seek out players who can fill the stands.

 **Dictator** owners are very aggressive with goals and will challenge GM's around every block.

 **Maverick** owners sway between all 3 owner personalities.

After you have selected a team to manage, a list of your goals to be completed by the end of the season will appear. It is important that you take very careful mental notes of your goals.



After you have selected a team to manage, a list of your goals to be completed by the end of the season will appear. Right there and then you should form a strategy on how to tackle the various hoops your owner is having you jump through. At any point in the season, you can come back and double check your goals by selecting ***View Goals*** from the main Franchise menu.

## ⚾ Goals Menu

Read your goals and see how you're doing as a general manager. You can quit your job and retire here as well.

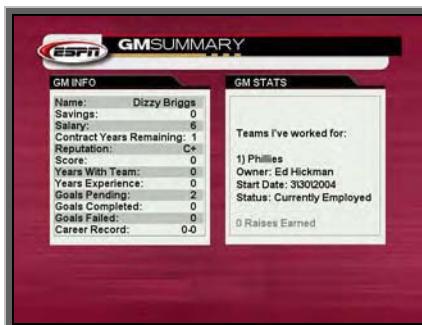


Remember you can press **BLACK** to open up Player Cards.  
Pull the **left trigger** or **right trigger** to cycle through teams.

- **View Goals** - Described above. It will display your current goals.
- **Owner** - Serves as an owner emotion thermometer as well as giving you his bio.



- **GM Summary** - Learn about how you're doing as a GM through your tenures.



- **Quit Job** - If you were doing well, your reputation will not suffer as much compared to if you were jumping off a sinking ship.
- **Retire** - Quit your job as GM or purchase a team with your savings.
- **High Score** - See the GM high scores; are you on there? Other players' high scores will not appear until their games are 'over' (retired, buys a team, or is fired and no team takes him)

## Manager Menu

Go here to manage your team, set lineups, scout other teams, and check the DL.



- **Pitching** - You can have 5 Starters and any number of Relief, Closer, Set-up, Middle, and Long pitchers in your rotation.
- **Lineups** - Press **White** to swap between your Lineup's Stats, Ratings, and Depth-Chart. On the Depth Chart press **X** to swap to the Backup screen and set the percentage that your bench player will start instead of the starter.



- **Scouting** - Compare your team's ratings against any other team in the league. Note that your rating's accuracy is modified by your Scout coach's ability.



- **Disabled List** - Track injuries throughout the league as they occur
- **Team Summary** - See how your team ranks in the leagues and get overall ratings derived from your hitting and pitching. This is an important screen as it tracks some key ratings that your owner may want to have improved.

## General Manager Menu

The most important functions can be found here. Manage trades, free agents, coach and player contracts, view your profile, and budget.



- **Trades** - Carefully examine the holes in your team and compare it to other teams. If you spot a mutually beneficial trade that would fill both parties' positional weaknesses then you'll have a much greater chance at striking a deal. Press **A** when you find a potential trade partner, then select individual players you wish to include in your trade offer.



- **Free Agents** - Fish the free agency pool for diamonds. At the bottom under "Budget Info" it states how many BP's you have left to make offers. Remember, though, that most owners want you to limit your spending!

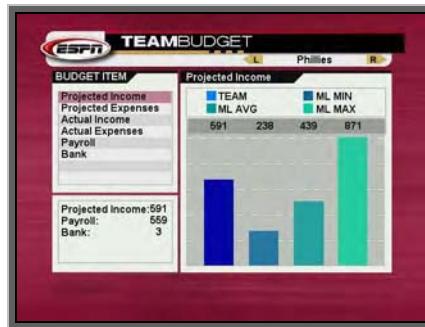


- **Minors** - If you need to promote a demote a player, this is where to do it.

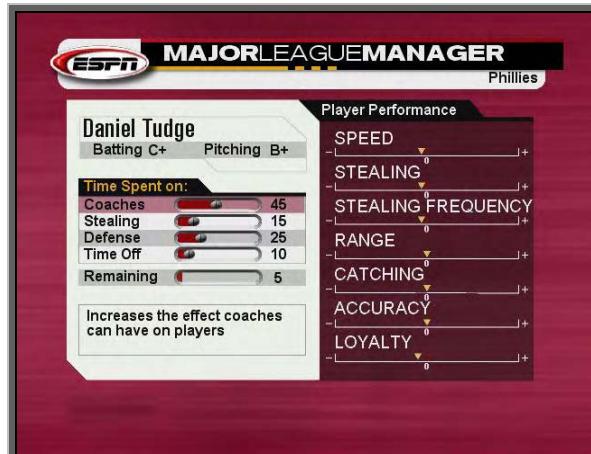
- **Contracts** - Get a comprehensive list of all of your player's contracts. At the bottom under "Budget Info" it states how many BP's you have left to renew contracts. The catch is, you can only renew contracts with players that have 1 year left on their contract. Always keep your owner's spending limit in mind before you resign players.



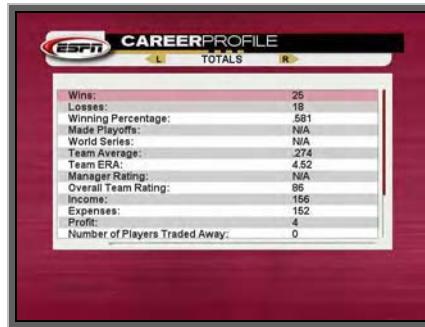
- **Budgets** - View any team's finances, in bar graph form, from the Major League.



- **Coaches** - Manage your coach's time, as well as their contracts. Telling coaches to focus more on specific tasks will improve player performance in the long run. The better the coach, the stronger the effect. The **Coach Contracts** screen works the same way as player **Contracts**.



- **Career Profile** - The most statistical approach to tracking how your GM Career is performing. Pull the **left** or **right trigger** to cycle through the years.



## ESPN.com

It's like having [www.espn.com](http://www.espn.com) working for your game! Check standings, keep up to date with the latest news, watch player movements, see the power alley, and finally, mull through statistics and awards.



- **Team Standings** - View all team records and see the wildcard teams.
- **Awards** - You will get 4 menu options by going in: *All-Star Voting, Award Contenders, Major League Records, and Hall of Fame*. Voting will give you a preview of who's going to be playing at the All-Star game in July. Award Contenders are stand-out players likely to receive a trophy at the end of the season. Major League Records will record the best performances for a plethora of statistics. These records can be cleared at any point so you can start anew. Finally, honored players will be inducted into the Hall of Fame occasionally through the years.
- **News** - Any news of interest for all the teams. Knowledge is power.
- **League Leaders** - Answer all those "Who's #1 in this stat?" questions here.
- **Player Statistics** - Find any major league player's stats for this year here.
- **Team Statistics** - Find any major league team's stats for this year here.
- **Power Alley** - See how ESPN ranks the teams.

## ⚾ Schedule

This is THE place to go to play, simulate, and make things happen. Move your highlight around by pressing any direction on the **left thumbstick** or **directional pad** and press **A** on a date. You will be given the option to simulate to or through the game.



- Choose **To this game (Play this game)** to be brought to the Team Select screen.
- Choose **To this game (GameCast)** to play the game in GameCast.
- Choose **Through this game (no box score)** to bring yourself to the *Schedule Simulation* screen and simulate past the selected game. Simulation will immediately top and you will remain on that screen.
- Choose **Through this game (no box score)** to bring yourself to the *Schedule Simulation* screen and simulate past the selected game. Simulation will immediately top and you will be brought to the post-game **Box Score** screen.
- The **Through this date** option is presented when you select any date where your team does not have a game. You will be brought to the *Schedule Simulation* screen and simulate up that selected date's games have been played..

Regardless of option chosen, all major league games up until that point will be simulated. You may cancel simulation in progress by pressing **B**.



Once you start simulating, every now and then your simulation will stop for any of the following reasons.

- A **player gets injured**, and you have to decide what to do. You can opt to ignore, place him on the DL for 15 or 60 days, or let the CPU manage all injuries.
- A **player has fully recovered from injury** and you have to decide what to do.
- A **trade deal** is presented to you by another team. To be on the safe side, go to the Trade screen and carefully inspect the details.
- The **trade deadline** is coming up. You will be prompted to ignore it or stop simulation so you can make some last minute deals.
- Your **scout** has found a minor-league prospect and you have to decide whether to go after him.
- The owner presents you a **new goal** (usually it involves winning an upcoming series).
- The **owner comments** on your recent playing.
- Simulation is **complete**.
- The **regular season is over**.

## ⚾ Playoffs

Once you have completed your season, you will get a **Season Summary** stating how your team ranked. This is very similar to the **Team Summary** screen. After you are done reviewing it, press **A** to advance to the **GM Postseason** screen.



Choose **Playoffs** from the **GM Postseason** to advance to the second part of the season!

Select a match-up by moving the **left thumbstick** and pressing **A**. You will be taken to the Series Schedule (Division, LCS, World Series). You cannot play any playoff games that your team is not involved in.



After the World Series is over, the *Awards* screens appears to honor outstanding Major League Baseball performances for individuals and teams. For the Gold Glove and Silver Slugger individual awards, pull **left** or **right trigger** to cycle through the positions.



Press **A** to advance to the next screen.

As a person of higher managerial power, you are then given a *Player Performance* individually breaking down how each player on your team was expected to play this year versus how he actually performed. These grades ranged from **A** to **F** and are heavily influenced by a multitude of reasons including his potential, contract, and experience.

### ⚾ Off-Season

The season is now over, but there's no rest for the wary. Before you go proceed into the Off-Season, your owner will have a couple words with you about how you completed your goals. Beware of the axe if you did not fulfill your goals even if you have time left on your contract! If you are fired or your contract expires without a renewal, it could spell doom on your GM career. When that happens, you have two possible saving graces: another team offers you a job or you have sufficient funds to purchase a team of your own.

Still alive? Successful GM's have 2 key issues that they should address before they opt to *Proceed to Offseason*.

- **Renew** player *Contracts* that have 1 year left. If you don't act now, they will file for free agency or retire. Use the *Results* > *Statistics* > *Player Statistics* option to peruse through player stats one more time to make cost effective decisions. You only have 1 chance to renew contracts, else you run the risk of bidding for free agents against other teams.

- **Save** your progress. While it's not mandatory, it's definitely wise to save your progress every now and then so you have a checkpoint to load if necessary.

### Proceed to Off-Season

Once you have finished signing your contracts, time flies forward and you will be given a slew of news of the events that occurred. Your owner should have given you a new spending limit as well.



*There isn't much else to do other than read the news, so choose [Proceed to Coach Hiring](#) when you're done.*

### Proceed to Coach Hiring

You have 5 rounds to rearrange your management staff. Pull **left** or **right trigger** to cycle through coach types (Minors, Scout, Pitching, Manager, Batting). Make enticing offers to coaches as you would to players.

Name	Coach Type	Team	Cost	Years
Bart Beane	Manager	COL	13	3
Carlos Brown	Scout	LA	5	3
Lee Klusky	Minors Manager	ARI	6	3
Kevin Bennett	Pitching Coach	LA	5	2
Fred Howard	Batting Coach	SD	6	5
Chopper Matsui	Scout	COL	10	3
Tony Fahey	Manager	LA	10	2
Bobby Pricci	Minors Manager	OAK	10	3
Paul Chaffee	Pitching Coach	BOS	10	2
Mike Cheng	Batting Coach	LA	8	5
Mickey Brown	Scout	SD	7	3
Aubrey Rowland	Manager	ARI	7	5
Roberto Helms	Pitching Coach	DET	7	2

*The only ratings that matter when determining a coach's worth are their batting and pitching grades. Logically, a batting pitcher will not have any pitching know-how, and vice versa.*

### ⚾ Proceed to Draft

Depending on how well your team did, you will get a draft round number that will be used to determine when you draft a rookie every round. The worse your team did, the lower your number. As you go through the choices, press **X** to check your rosters. **Green** numbers indicate that you have sufficient backups and should look elsewhere for holes. **Dark blue** indicates that the position needs attention, but you have a starter at least. Finally, **red** is bad, you don't have any players playing that position at all.



The screenshot shows the ESPN Rookie Draft interface. At the top, it says "ROOKIE DRAFT". Below that is a table titled "All Fielders" with the following data:

PS	Name	Rtg	Ptn	Age	Avg	HR	2B
1B	V. Martinez	64	C	19	51	50	31
LF	P. Rath	63	D+	22	63	27	23
3B	M. Snider	60	D	23	57	38	41
C	W. Carman	59	A-	21	50	43	47
CF	C. Okrie	58	B+	20	39	51	36
C	C. Burns	58	B+	23	53	39	24
SS	R. Short	57	B+	19	53	40	30
CF	J. Belcher	57	C	21	46	41	43
RF	F. Baldwin	57	C	22	62	29	35
LF	B. Hemphill	55	A+	21	54	29	25
LF	J. Davis	55	D	23	52	33	28

Budget Info: Scout: Todd Lawrence  
Batters: C- Pitchers: D BP Remaining: 141

You have 5 draft rounds, use them wisely.

After you're done signing rookies, you've only 1 more duty before the next season starts.

### ⚾ Proceed to Free Agent Signing

When attempting to sign a free agent, remember that you are in competition with the entire league. The highest rated players can drive up their salary by simple supply and demand, so be prepared to shark all other GM's in the league!

Select **Sign Free Agents** to bring yourself to the **Offers** menu where you have 4 options.

- **Make Offers** - Brings you to a list of all available free agents. Select one by pressing **A** and negotiate with them. After you have made an offer you will automatically be brought to the **View Offers** screen.
- **View Offers** - View any offers your team has made today to any free agent. The gradient of free agent interest is as follows: **Accepted**, **Pending**, **Outbid**, and **Rejected**.

Accepted → Done and done!      Pending → Wait till tomorrow  
Outbid → Offer more \$\$      Rejected → No chance, pay more

Press **A** on this screen to bring up an overlay to make **another offer** or **proceed to the next day**.

- **Signings Log** - Lists all free agents that have struck deals with any team including your own.
- **Next Day** - Proceeds to the next day and automatically takes you to the **Signings Log** screen.

**FREEAGENTSAVAILABLE**  
Day 1

**All Fielders**

PS	Name	Age	Rtg	Avg	HR	2B	3B
SS	N. Garciaparra	31	100	82	60	66	82
1B	C. Delgado	32	91	75	80	64	18
1B	B. Fullmer	29	78	71	57	58	46
1B	J. Olerud	36	80	72	49	64	8
1B	T. Lee	29	79	62	53	59	22
1B	A. Miller	30	68	50	72	34	6
1B	D. Ward	29	71	61	65	61	11
C	G. Myers	38	72	66	61	54	5
1B	T. Martinez	37	73	63	59	46	20
RF	J. Thompson	32	75	56	48	62	42
2B	R. Alomar	36	78	69	38	52	49

**Budget Info**  
Budget Points Available for Offers: 198  
Budget Points Previously Offered this Round: 0

*There are 10 days to make offers. The early bird catches the worm but slow and steady wins the race.*

While it is easy to make offers, it's extremely important that you exercise prudent financial decision making. The highly rated (90+) players will cost you lots of budget points and if you're not careful leaving you will be in the red when your owner wants to see the budget in November.

### ⚾ Spring Training Results

Before the season starts all your players get a vigorous spring training workout. The result of which are posted here. Youth and high potential will generally result in positive spring training results.

**SPRING TRAINING RESULTS**  
Phillies

**Billy Wagner**

Pos	Throws	Bats	Age	Height	Weight
CL	L	L	33	5'11"	195

**Player Progress**  
Phillies

Name	Progress
B. Wagner	Getting better
B. Abreu	Getting much better
J. Thome	No Change
K. Millwood	Getting better
R. Wolf	Getting better
J. Rollins	Getting much better
M. Lieberthal	Getting much worse
M. Byrd	No Change

### ⚾ Once More With Feeling

Congratulations on completing a year in GM Career. There's no easy formula for success when managing a Major League Baseball team and more than likely in your early years you've made a few mistakes that you wish you could take back. It's never about how hard or how many times you fall down - it's how you get back up.

# GM Career Yearly Checklist

Keeping things organized so that they run efficiently and effectively is the heart of being a top tier GM. Here's a list of things to keep in mind every new year as a GM. While winning is important, you need to strike a balance between juggling team management and available resources.

## **Check Goals** ↗ *Goals* ↗ *My Goals*

What direction does the owner want you to take your time this year? Cash cow? Champion? Improve the team? Acquire that marquee player?

## **Major League** ↗ *Manager* (↗ *Lineups* or ↗ *Pitching*)

After the first year, your rookies and veterans alike will have had time to go through spring training. How did they shape up? Go to this screen and toggle the ratings so you can see their overall abilities. Gather as much info as you can; each player's potential will affect how well they do year to year. Adjust your lineup accordingly and don't let the CPU make all the decisions for you.

## **Minor League** ↗ *General Manager* ↗ *Minors*

Your minor leaguers are an inexpensive farm for you to reap when the time is right. Before you attempt to contact other teams for trades or look into the free agent pool, take a stop here and see if you can't spot someone who is ready to step up. Highly rated young players with big potential could be a superstar in training that would anchor your team.

## **Check Contracts** ↗ *General Manager* ↗ *Contracts*

Any player with the number '1' under the Years column needs to either have their contract renewed or be cut. You will want to examine your team strengths, not just for this year but for the upcoming years while anticipating holes in your team. You shouldn't neglect your most loyal players either, as the fans will feel as though you don't care.

## **Set Coaches** ↗ *General Manager* ↗ *Coaches*

All coaches have a global affect in their respective areas to all the players. If you have a young team with high potential, you should intensify your training in an area of weakness. Sometimes it's worth spending the extra BP to get that masterful coach who will have a positive effect for years to come.

## **Trades** ↗ *General Manager* ↗ *Trades*

As the season rolls along, the CPU controlled teams will sometimes offer you a mutually beneficial trade swapping out unneeded players. You alone know your team best, and perhaps you know something they don't about a trade. If they aren't knocking on your door, go out and try knocking on theirs. The worst that could happen is they reject you.

# Total Control: Franchise

If you're looking to enjoy commanding a team to glory through the years without the hassle of "The Boss" screaming at you what to do or commenting on your progress, then Franchise is the mode for you.

The biggest difference between Franchise and GM Career is that in Franchise you set the length of the season between 10, 20, 40, 82, 120, or 162 games. In GM Career you have to follow the stiff goals that the owner set for you at the very beginning of the season that are based on a full 162 season. This isn't so in Franchise, and in fact, the *Goals* menu option is removed completely.

This open-ended mode allows you to run legends into the ground, or make a power-house of out the chosen team as you see fit. All menu options that are in GM Career work the same way in Franchise, as well as any strategies described.

- ☛ To start a Franchise game
  - ↳ Choose *Game Modes*
  - ↳ Choose *Franchise*



## ⚾ Game Completion

Play continues until the cows come home - in Franchise you there is no limit to the number of years you can play. In addition, you cannot be fired so

# Single Sessions: Season / Playoffs

“Winning isn't everything. Wanting to win is.“

-- **Catfish Hunter**

Think you have what it takes to take a club to a championship in just one year? Think you can guide your team farther into the postseason than your roommates can? You and up to 29 of your friends can have a go at it here in Season Mode or Playoffs.

- ☛ To start a Season game
  - ↳ Choose *Game Modes*
  - ↳ Choose *Season*
- ☛ To start a Playoffs game
  - ↳ Choose *Game Modes*
  - ↳ Choose *Playoffs*



- ☛ Using the *Setup & Team Select* screen\*
  - ↳ Move the **left thumbstick** or **directional pad** up or down to move the highlight between options and teams.
  - ↳ Move the **left thumbstick** or **directional pad** right or left to toggle or set the the highlighted option.
  - ◆ Press **Black** or **White** to cycle between existing profiles.
  - ◆ Pull the **right trigger** or the **left trigger** to cycle between teams.

Like GM Career, Season & Playoffs options in the setup screen function the same way. In Playoffs mode you can, at any point, access *Team Select* and give the CPU control of a team. If you have more than 1 user team, while navigating the menus you can switch between user profiles and teams by pulling the **right trigger** or the **left trigger**. Options are global for all users, meaning that altering one will change it for all users.

## **⚾ Game Completion**

Play continues until the playoffs is completed, after which you can access the *Awards* screen to see which player or team earned specific awards.

# Brought to you by ESPN: GameCast

With the exclusive GameCast feature, you now have the power to simulate 1 play at a time, substitute players on the fly, and hop right in the middle of the game.

## >To start a GameCast game

- ↳ Choose *Game Modes*
- ↳ Choose *GameCast*

## Using the *GameCast* screen

- ↳ Move the **left thumbstick** or **directional pad** up or down to scroll up and down the event text.
- ◆ Pull the **left trigger** or **right trigger** to swap between *Defense*, *Match-Up*, and *Manage*.
- ◆ Press **A** to advance one play, the text that describes what happens will appear in the event text box.
- ◆ Press **B** to simulate to the end of the game.
- ◆ Press **START** to join the game in progress.

✓ On the *Manage* screen, you have additional controls. Move the **left thumbstick** or **directional pad** up or down to move the highlight and press **A** to select the option.

## Bullpen

Substitute in your pitcher on the fly. As opposed to normal gameplay, substituting pitchers in GameCast will bring them in warm.

## Defensive Substitutions

At any point while you are fielding, select this option to bring yourself to the *Defensive Changes* screen. There you can substitute any fielder for someone on the bench.



## Box Score

Check the stats of your GameCast game in progress. Toggle between the stats by pulling the **left trigger** or **right trigger**.

## Pinch Hit

Substitute your hitter for someone on the bench. While you're there, you can check the player card of the substitute by pressing **Black**.

## Pinch Run

This option is only usable when there is someone on base. After you access this menu, select the player who is on base, and press **A**. Then choose the player whom you want to substitute in from the bench.

# Take it outside: Duel

Choose your favorite hitter and pitcher then pit them against other duos in this fast paced hard hitting game. Eagle eye hitting and ace pitching are the keys to victory!

- ⚾ To start up a Duel game
  - ↳ Choose *Game Modes*
  - ↳ Choose *Duel*



## ⚾ Rules

The batter gets 5 outs per turn. An out is a strike, a foul ball, or any hit less than 100 ft.

## ⚾ Batting

Earn points for hits longer than 100 ft. The longer the hit, the more points you'll get. Homeruns are worth a lot of points. Consecutive hits will award you an increasing bonus.

## ⚾ Pitching

Earn points for getting called and swinging strikes. You lose points for throwing balls or hitting the batter. Consecutive strikes, balls, or beans will garnish a increasing bonus or penalty.

## **Coach's Tip - Duel Mastery**

When you play against someone in a Duel, remember that **Pitcher Fatigue**, **Injuries**, **In-game Ejections**, and **Confidence** options are OFF. That means you can let loose with your players, and focus solely on pitching or hitting. Don't be afraid to use 100% effort with every pitch and forget about the bullpen, defensive shifts, box score, batting order, etc.

### ⚾ **Duel Gameplay**

Duel controls for hitting and pitching are the same, but after the hitter strikes the ball the pitcher does not have to worry about fielding. A small box will appear tracking the distance of the hit, and prior to the next pitch it will display the final outcome (points or out).



### ⚾ **Pitcher Related Scoring**

- 10** Ball Thrown
- 20** Hit Batter
- +30** Strike Looking
- +40** Strike Swinging

### ⚾ **Hitter Related Scoring**

- 1 out** Infield Hit
- 1 out** Foul Ball or Strike
- +10** 100-149 feet Hit
- +15** 150-199 feet hit
- +20** 200-299 feet hit
- +25** 300-349 feet hit
- +30** 350-400 feet hit
- +50** 400+ feet hit
- +100** Home Run

# Customize the Game: Situation Mode

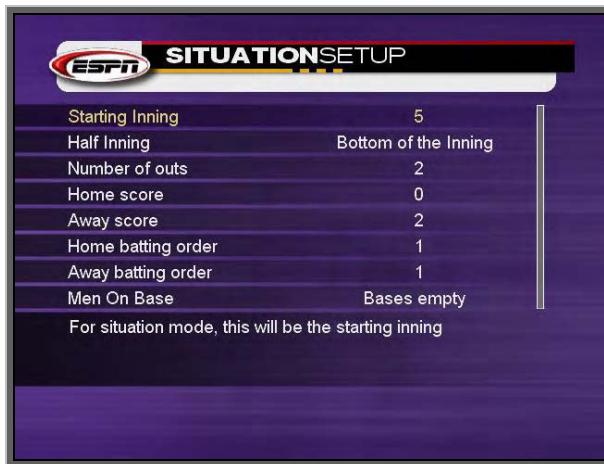
A great man once said, "In the beginning I used to make one terrible play a game. Then I got so I'd make one a week and finally I'd pull a bad one about once a month. Now, I'm trying to keep it down to one a season."

Recreate just about any possible baseball situation using this new mode! Use it for practice, or to construct crazy baseball scenarios.

- » To create a user profile
  - ↳ Choose *Game Modes*
  - ↳ Choose *Situation*

## **Situation Setup**

The heart of this mode are the options. Set them as your please, and press **START** to advance to the *Team Select* screen.



**Starting Inning:** 1-9 (1) : For situation mode, this will be the starting inning.

**Half Inning:** Top of the Inning / Bottom of the Inning : For situation mode, this will be the half inning.

**Number of outs:** 0-2 (0) : For situation mode, this is the number of outs.

**Home Score:** 0-19 (0) : For situation mode, this is the home team's score.

**Away Score:** 0-19 (0) : For situation mode, this is the away team's score.

**Home batting order:** 1-9 (1) : For the home team, this is the current spot in the batting order.

**Away batting order:** 1-9 (1) : For the away team, this is the current spot in the batting order.

**Men On Base:** Bases empty, 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, 1<sup>st</sup> and 2<sup>nd</sup> base, 1<sup>st</sup> and 3<sup>rd</sup> base, 2<sup>nd</sup> and 3<sup>rd</sup> base, Bases loaded : For situation mode, the number of men currently on base.

# Play Live



ESPN Major League Baseball supports Online Gaming through the Xbox Live network. Please register for an Xbox Live account before using this feature.

Select **Xbox Live** from the **Main Menu** once you have your Xbox Live account activated. Login and advance to the Online Menu at the Online Sign In Screen by selecting your user name and inputting your password.



## **Quick Match**

Quick Match is the fastest way to play a game without fussing about options. It finds a random game that is open, and automatically challenges the creator. If no games are found, you will be prompted to create a game.

## **OptiMatch**

OptiMatch allows you to create or find a game to play. Set your preferred search or gameplay options beforehand then press **START**. All options function the same way as in offline gameplay with the only difference being the extra gameplay creation option **Private**. If you create a private game press **White** while on the **Online Gamefinder** screen to bring up a list of your friends and recent opponents. From there, you can send them a game invitation.



## **Coach's Tip - Selecting your Opponent**

You'll want to avoid players that have a large number of drops and quits, as they are probably unreliable opponents that could turn on you in a game. Playing online is very different than when playing your friends in your living room, so I'd recommend you play several un-ranked games until you get the hang of it.

### **Friends/Players**

Brings you to the Online Friends screen where you can challenge your friends and recent opponents.

### **Online Options**

Appear: Online / Offline : Online allows everyone to see you, unless you choose Offline.

My Team: Any Major League Team (Diamondbacks) : Customize your team appearance. Choose your favorite team to show support!

Voice through TV Speakers: Yes / No : If you don't have a headset, you can set this option to Yes to have your opponent speak through your TV.

### **Leaderboard**

The Online Leaderboard screen displays the online rankings for each difficulty setting. Press the **right thumbstick button** to view user card for more detailed statistics.

### **Downloads**

The Roster Downloads Screen allows you to download the latest Major League Baseball rosters, making it quick and easy to keep ESPN Major League Baseball current with trades and other roster movement.

### **Sign Out**

Select Sign Out to log off from the network.

# Quest for Knowledge: Glossary

The following section is a reference listing all statistics definitions used in ESPN Major League Baseball. They are found in the player cards and box-score menus.

## **Batting Stats**

<b>G</b>	Games played
<b>AVG</b>	Batting Average
<b>AB</b>	At Bats
<b>H</b>	Hits
<b>2B</b>	Doubles
<b>3B</b>	Triples
<b>HR</b>	Home Runs
<b>RBI</b>	Runs batted in
<b>R</b>	Runs scored
<b>BB</b>	Bases on Balls
<b>SO</b>	Strikeouts
<b>SLG</b>	Slugging Percentage (Total Bases divided by At Bats)
<b>OBP</b>	On base Percentage (Hits + Walks + Hit By Pitch divided by At Bats + Walks + Hit by Pitch + Sacrifice Flies)
<b>OPS</b>	On base Percentage + Slugging Percentage

## **Pitching Stats**

<b>G</b>	Games played
<b>W</b>	Wins
<b>L</b>	Losses
<b>ERA</b>	Earned Runs Average
<b>IP</b>	Innings pitched (Every out counts for 1/3 an inning)
<b>SV</b>	Saves
<b>CG</b>	Complete Games
<b>SHO</b>	Shutouts
<b>H</b>	Hits allowed
<b>ER</b>	Earned Runs
<b>BB</b>	Bases on Balls (Walks)
<b>SO</b>	Strikeouts

## ⚾ Fielding Stats

<b>F-PCT</b>	Fielding Percentage
<b>OPP</b>	Fielding Opportunities
<b>A</b>	(Fielding) Assists
<b>PO</b>	(Fielding) Putouts
<b>ERR</b>	Errors

## ⚾ Miscellaneous Links

[http://mlb.mlb.com/NASApp/mlb/mlb/official\\_info/baseball\\_basics/abbreviations.jsp](http://mlb.mlb.com/NASApp/mlb/mlb/official_info/baseball_basics/abbreviations.jsp)

[http://mlb.mlb.com/NASApp/mlb/mlb/official\\_info/baseball\\_basics/lingo.jsp](http://mlb.mlb.com/NASApp/mlb/mlb/official_info/baseball_basics/lingo.jsp)